Program

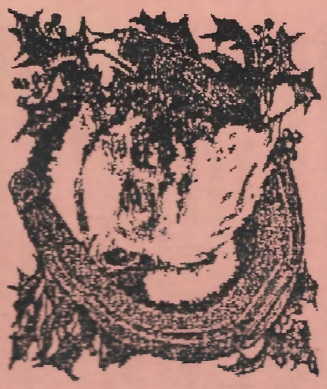
Commodore Computer Club

Volume 10 Number 12 December 1993

Greetings

Well, it seems like only yesterday that 1993 was starting the new year, and here it is already about to end and 1994 start. It seems the time has flown by. I hope everyone had a good year and will have a good one next year also.

The club has maintained it's own this year and with the dedicated members we have, it should continue to do so in the future. Let's all work for that goal.



The elections will be coming up in a few months, so be thinking about them and what part you would like to take part in the club. We can always use some good leadership as we have had in the past.

I want to thank all the members who have helped out this past year and wish all the Officers and members a *Merry Christmas* and *Happy New Year.*

Meeting Information

Date: December 13, 1993
Time: 7:00 PM
Place: O.G.&E. Service Center, 7200 Highway 45 (Across from Hiram Walker)
Demo: Thad and Steve will Demo The AMIGA on the theme, "Why buy an Amiga instead of a PC compatible?" Mark will have a Club special for 64/128 and Tom will have a special for the Amiga. See you at the meeting.

Happy Holidays

Program

Commodore Computer Club
P. O. Box 6000
Fort Smith, AR 72904-6000

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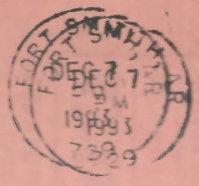
The deadline for the January Newsletter will be on Monday December 27, 1993



9312
Donald Morton
106 Sterling Ct.
Fort Smith, AR 72903

Dues for 1994 May be paid now

Amiga Thoughts

By Steve Caperton

AGGG GURU GURU GURU..... If You have ever had this happen you might suspect what my opinion of AMIGAS would be next meeting especially after writing a great article for the newsletter and having that dreaded "GURU" appear just before you were about to save the article.....fume sputter etc... now that I have that out of my system I'll proceed. This month (save) I would (save) like to give (save) you something to (save) think about before the meeting. (save) (I am getting braver.)

I am often asked the question "What kind of computer would you recommend I purchase?" (save) (SEE) I usually respond with," It depends on what you want to do with it!" I usually get a response back with something like "Well I will err ah Probably use it well You know maybe check book or well you know." (save) The more people I talk to the more I realize that most people really have NO IDEA WHAT TO USE A COMPUTER FOR or at least a very limited idea. (save) I have to be honest here I even ask myself that same question in the form "What do you use your computer for?" and I have to answer.... "Well err (save) you know ah word processing and music ahh ... well you know." The question put to me at the last officer meeting was "Tell us why we should buy an Amiga instead of an IBM compatible?" If you will be prepared to give me a list of things that you NEED to accomplish (save) I will have a list of comparisons to look up and see for you! Also I must say this same ignorance of computers has given the Commodore a label of "Just A Game Machine". Most of Us know that that is not true..but ask any IBM user and they'll tell you. As I said "A lot of Uninformed people out there.
Think about it and I'll see you next time we meet.(save)

Merry Christmas, and a Happy New Year

Financial Report

Commodore Computer Club
P O Box 6000
Fort Smith, AR 72906-6000

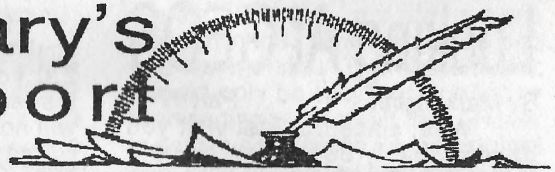
Financial Statement
November 1993

INCOME RECEIVED:	
Membership:	$ 00.00
Library:	42.00
Special Event:	00.00
Deposit	$ 42.00
DISBURSEMENTS:	
Newsletter:	$ 00.00
Postage:	00.00
Telephone:	00.00
TOTAL	$ 00.00
Beginning Cash:	$ 112.66
Inc/Dec. Cash:	+42.00
Ending Cash:	$ 154.66
BREAKDOWN ENDING CASH:	
General	$ 99.56
BBS	13.10
Special	42.00
TOTAL	$ 154.66

Date: November 1993
Treas: James Dill

Don't forget to pay your dues

Secretary's Report



By Steve Caperton

Commodore Computer Club General Minutes 11/08/93

President Kenny French called meeting to order at 7:15 P.M.

Tom Goins announced that he knew someone that had a commodore 64 for sale if anyone was interested.

Gerald Brown ask if the cardboard disk protector was needed when transporting drives or was a disk ok to use. Several members responded, the general consensus was in favor of the cardboard.

Basil brought up re-inking of ribbons.

Dale Lawson announced that he had purchased a 14,400 baud modem for $99.00.

David West Announced that he may not be able to fulfill the post of librarian much longer due to work shift changes. David also announced that the library has a complete listing of the Genie BBS.

Dale Lawson donated a reference book to the club library and stated that the club BBS had switched to Falcon BBS software.

The meeting was adjourned at 7:40 P.M. There were 23 present at the meeting.

Commodore Computer Club Executive minutes 11/08/93.

The Executive Board of the Commodore Computer Club of Fort Smith met Monday, November 08, 1993, at 8:49 P.M. (Immediately after the general meeting), at the OG&E General Meeting Room, 7200 Highway 45.

Present were: Kenny French, Basil Kyriakakis, Mark Farley, Danny Steele, Dale Lawson, James Dill, David West, and Steve Caperton.

James Dill gave a treasures report and announced that the present balance of our account was $112.66 not counting the $42.00 the libraries had taken in. David West made a motion that the $42.00 be put towards the purchase of some new public domain software for the library. A vote was taken and the motion passed.

Steve Caperton suggested that the club look into getting a banner made for the club that could be used at meetings. Kenny ask Steve to check into it further. There was also discussion on having a meeting at Bedford Camera in order to learn more about photo CD's. It was also decided that Thad Cuttsinger and Steve Caperton would Demo the Amiga for the entire club next meeting with the theme of "Why buy an Amiga instead of a P.C. Compatible?"

The meeting was adjourned at 9:40 P.M.

Merry Christmas

Looking At GEOS

By Mark Mcinnis Part #7

Well, since our last visit you have probably been drawing up a storm with GeoPaint. In that case we probably will not be covering much new ground. But the GEOS manual is my guide and I didn't get all the way through the GeoPaint tutorial. Pick up where we left off, open GeoPaint on your tutorial disk, create a new document (file) or open an existing document (file) that you don't mind changing. Let's create a drawing "by the book."

Your GeoPaint program should be opened to a drawing window. Go to the toolbox (that funny little group of icons on the left side of the screen) and select the hollow ellipse tool. This tool resembles a hollow circle. Clicking once on the tool icon will select it and the pointer will assume the shape of a small cross hair. After selecting the tool a singie click in the drawing window will activate the tool. Moving the pointer across the window will draw an ellipse. Make the ellipse any size you want and a second click will set your drawing.

Next go to the current pattern indicator. This is the large square icon in the lower left corner of your screen. Click on this square. To the right of the pattern indicator, a selection of patterns will appear. Select the pattern of your choice by clicking on it.

Move back to the toolbox and select the tool that looks like a water faucet. Click on the faucet and move the pointer inside the ellipse and click. The ellipse will be filled with the pattern that you selected. If your ellipse, or any other drawing for that matter, has a hole in it, the pattern color will leak out and fill the entire screen. If this is not exactly what you wanted, then go to the toolbox, click on the undo icon and your last section will be erased.

Let's move on to the bitmap scaling feature. If you have GEOS 2.0 you have this feature. Any lesser version of GEOS probably will not have bitmap scaling. With bitmap scaling you can copy an image into a photo scrap, use a dialog box to change its appearance, then paste the altered image into the document.

In order to use the bitmap scaling feature you will need to create a photo scrap. Go to the toolbox and select the editbox tool. The editbox tool resembles a square outlined with broken lines. When you move the pointer back to the drawing screen it will assume the shape of a cross hair. Position the pointer at the upper left of the ellipse you drew earlier, and click. Now move the pointer diagonally across the ellipse. A dotted line called an editing region will appear. When the ellipse is contained within the editing region, click again. The editing region will be set in place.

Go to the command menu at the top of your screen. Select "copy" from the edit menu and select the editbox tool. Open an editing region right over the current ellipse. Make this editing region a different size from the one created earlier. Use your imagination and make the editing region shorter, fatter, skinnier etc.. Now you are ready to use the bitmap scaling feature. Select paste from the edit menu and you should see a dialog box offering several options. For our session, click on stretched and scaled to fit. Select a pattern by clicking on the up or down arrows in the pattern box. Click on the transparent option and then click on OK. The end result is a bitmap scaled drawing which can be delightful or rather strange depending on pattern and color choices.

Manana mi amigo.

(Memphis Commodore Users Club, Memphis TN)

We left off last month with a bit mapped image in your GeoPaint drawing window. Before we exit GeoPaint and finish the tutorial, let's look at a desk accessory. A desk accessory is a small program you can use from within an application such as GeoPaint.

From the GEOS menu, located in the command menu, select note pad from the pull down menu. A small note pad will appear on the screen. The text cursor (a small vertical flashing bar) will indicate where the first letter of your note will be placed. Make a note to yourself. Just start typing. When you fill the first page with accolades of what a great artist you have become with GeoPaint, click on the dog-eared corner of the pad (lower left corner) and continue on the second page. This writer suggests that if you are going to compose an essay, that you save your efforts to GeoWrite. To exit the note pad, click on the close icon which is a small button located in the upper right corner of the note pad. Your notes will be saved to a file called "notes" which will appear on the desk top.

To close your GeoPaint file go to the command menu, select the file menu and from the drop-down menu select quit. On your desk top you should find two new file icons. One will the aforementioned "notes" file and the second icon will look like a framed picture and a paint brush. If the contents of either one of these files is no longer needed or wanted, they can be thrown in the waste basket and disposed of. Be aware of what you are putting in the trash, because for all intents and purposes it is gone when trashed!

Since we are talking about trash, put on your aprons and get out the feather dusters and let's do a little house keeping. Just as your house has to be straightened up, so does GEOS need some maintenance. Always create and use work disks. The system disk should only be used for booting or rearranging our default files. Never create a document on an original disk (one that came with the GEOS package). Should this happen to you, copy the document to a work disk (if you wish to save it) and remove the document from the application disk by throwing its icon in the trash can.

Never give two disks the same name. The reason being confusion, confusion, confusion..., "See what I mean, Vern?" Your computer is only a dumb machine and can't tell the difference between the two. Vary disk names slightly.

When you are not using your disks, keep them in their sleeves and away from all electronic or magnetic equipment. Yes Virginia, this includes your monitor and computer power supply. Scrambled eggs will give you some idea as to what will happen to the magnetic material on your floppy.

Have you ever put a disk in the drive and forgot to close the drive door? Most of the time this is no major catastrophe, but... One final caveat; never turn off your computer or reboot it if you are in an application. Go the the desk top and close the disk before you exit the GEOS system. But what do you do when you get one of those famous "system errors" or your machine hangs up? YOU BITE THE BULLET AND REBOOT! Not much choice in this situation. When you reboot you will be at square one, you will not have passed go and you will not collect $200.

A way to avoid the noid is to select update from the file menu and update your work about every ten to fifteen minutes. You should not lose very much work in this case.

Manana mi amigo.

(Memphis Commodore Users Club, Memphis, TN)

Do You Really Need an REU?

By Clif Baird, ACUG

Many people who buy REU's love them. Unfortunately, some who buy these devices discover they are not the miracle device they had hoped for.

Some of these folks buy an REU with the expectation it will save enormous amounts of time; this is only partially correct. Files load faster from a RAM Expander, MUCH FASTER. However, the files must be copied into a 1750 with a fast copy routine that will take about 3 minutes. If you are just trying to save time for 1, 2 or a few files, then you are actually taking longer to load use the RAM Expander.

Another major problem is compatibility. The Ramdos used by the REU duplicates most of the Commodore DOS routines well. Some of the routines are block-read and block-write, for example. Also, the same kernal routines are not used, nor are the subroutines stored in the same areas of memory. Fast load and fast save routines designed for physical drives will not work with Ramdos.

Since a specific area of memory is used to communicate with the REU, software that uses that memory will not run satisfactorily. This has limited the software that could be used with an REU. Fortunately, more software is written to take advantage of these devices.

I don't want to leave you with a onesided view of these units. They can more that earn their cost for many users. I have one and swear by it for some activities. GEOS really uses it well. Also

Classifieds

MICRO*TRONIX

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Leading Edge PC's
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Desktop Publishing

Software * 10% off * Software

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1614 Towson
Fort Smith,Ar 72901

Write Stuff, Paperclip III, Maverick and a number of others. There are times when the convenience of an instant load more than makes up for the time necessary to copy the files into the RAM Expander. Desktop publishing and word processing are so much more pleasant when loading a font only takes tenths of a second!

(Reprinted form: Memphis Commodore Users Club Newsletter; via CACtus Communicator Newsletter; via HACG Harrisburg, PA)

Basic Compiler

Do you know what a BASIC Compiler is? It is a program that reads a BASIC program's code, and re-writes it as a "P" code, or machine language. "P" code stands for pseudo code, which boils down to meaning a counterfeit ML code. Although P Code isn't true machine language, it will run almost as fast as true ML, giving you the ease of writing in BASIC, and the speed of ML.

There is one 128 compiler that can write in true ML however, BASIC 128 from Abacus Software. This option can't be used on every (or just any) BASIC program. But if certain conventions are followed, this offers a big advantage in both speed and final program size.

Why am I writing about a program that is obviously for programmers? Because it isn't! Anyone can follow simple instructions can use a compiler. It is a great tool to have on hand to speed up those 'BASIC' programs you have, that you like, except for the speed, or lack of it.

Which is the best compiler? I won't touch that one, but of the three available, the easiest to use are either Blitz 128 from Skyles Electric, and BASIC 128 from Abacus Software. The third is Gnome Speed, which is too hard for the average user to understand. Abacus BASIC 128 is now available from Run Magazine (MicroMedia, now CMD.)

How hard is a compiler to use? You will be amazed. All you need to do is load and run the compiler. It will have default settings that will usually work quite well for the novice. The compiler will ask for a program name, which means the name of the BASIC program you wish to compile. Place the disk with that program in the drive, and hit return. Make sure there is a lot of free space on the disk, because the new compiled version will be written to it. When the compiler is finished, you will have to reset your 128. Then you can load and run the new version. When using BASIC 128, the program will retain it's name, but will have a "p-" prefix added. It will still load like a BASIC program and use the RUN command to start.

(Reprinted for Memphis Commodore Users Group Newsletter, via HACG Harrisburg Area Computer Group.)

Club Information

PROGRAM is a monthly publication of the Commodore Computer Club of Fort Smith, Arkansas. Subscription rate $7.00 yearly (no charge to club members or exchange with other clubs). Articles pertaining to any aspect of computer use are solicited from members. Such articles may be uploaded to the bulletin board with appropriate notification via E-Mail to "Editor Editor" or may be submitted on disk as a text file. Articles in writing are also welcome.

ADVERTISING RATES

Ad Size	1/month	6/month	1/year
1/8 page	$6.00	$ 32.00	$ 57.00
1/4 page	$10.00	$ 54.00	$ 90.00
1/2 page	$18.00	$ 96.00	$173.00
ONE page	$30.00	$160.00	$288.00

MEMBERS are entitled to 1/8 page of free non-commercial advertising per month. NON-PROFIT organizations receive a 50% discount on advertising.

MEMBERSHIP RATES
$12.00 Yearly for individuals $17.00 Yearly for families Membership includes access to library at club rates.

BBS PHONE NUMBER
(501) 646-3399

CLUB OFFICERS:

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Treasurer	James Dill	452-8251
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